

Traditional Clustering with SCSI (non-IOP)

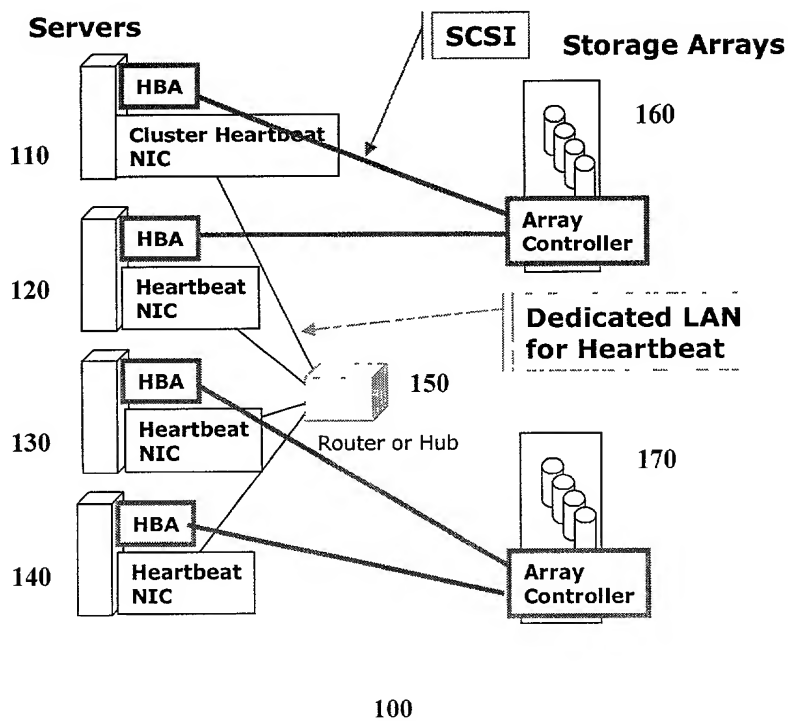


FIG. 1

PRIOR ART

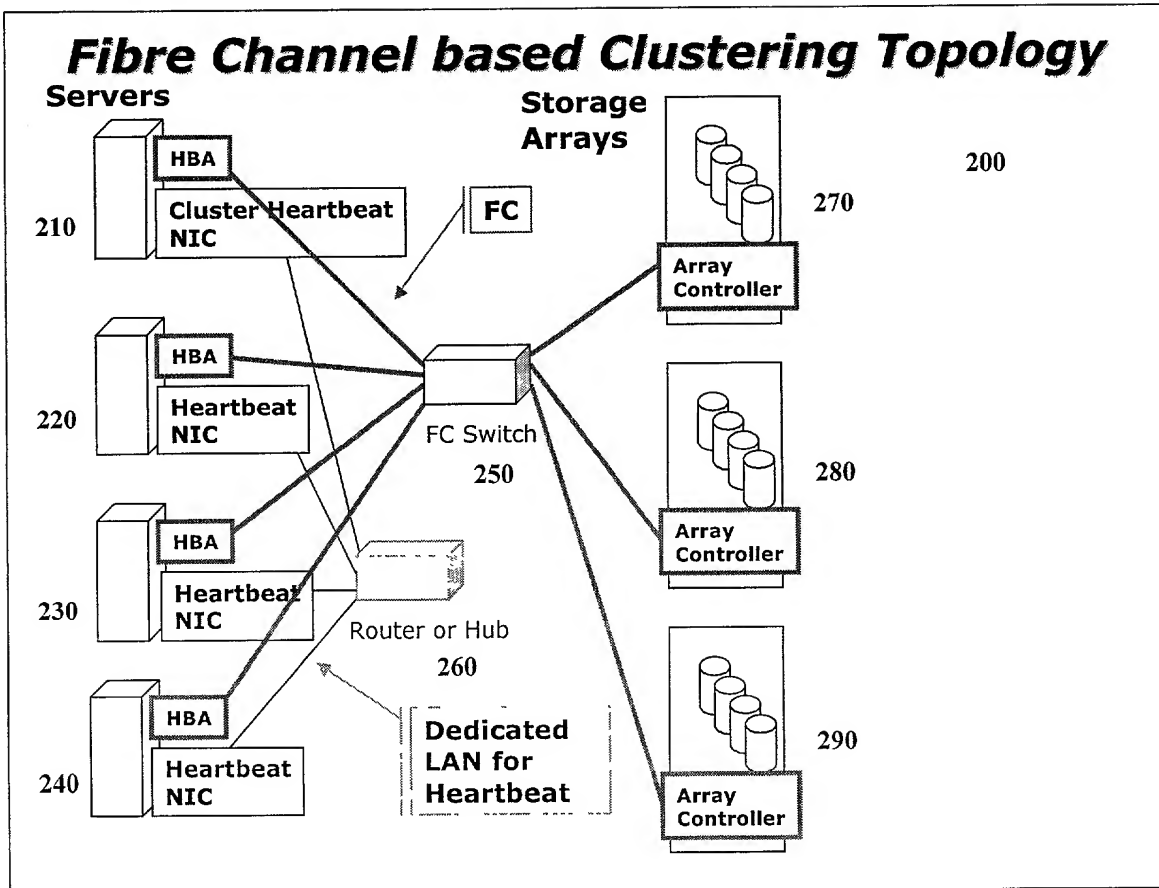


FIG. 2
PRIOR ART

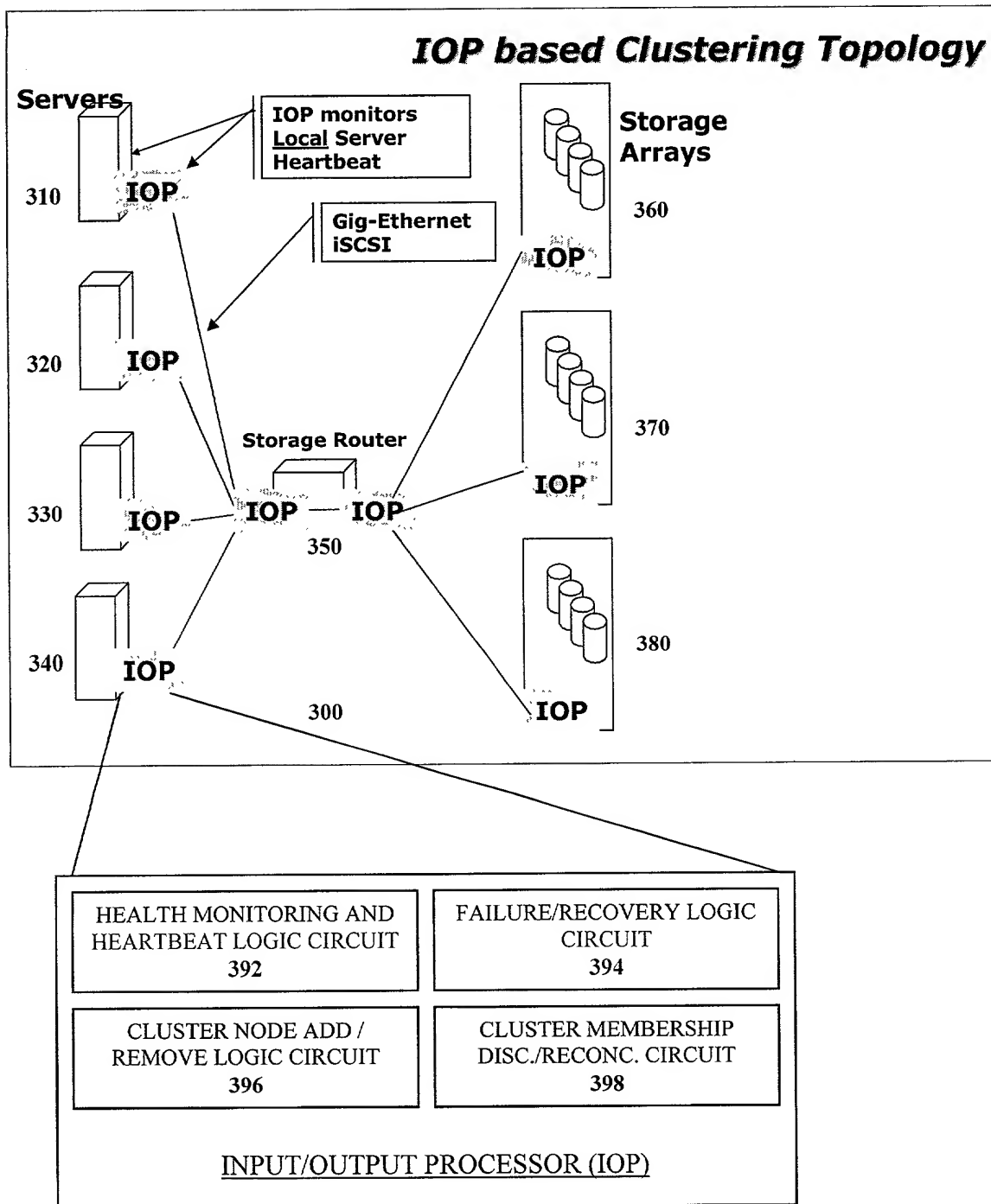


FIG. 3

Cluster Failure/Recovery Logic (High level representation)

Start of Day

A-Active 410
B-Active
C-Active
D-Standby

Node A Fails

A-Down ← 420
B-Active
C-Active
D-Standby

Node D Takes over (mounts storage, starts EXE, assume floating IP addr)

A-Down
B-Active 430
C-Active
D-Active ←

Node A Recovers

A-Standby ← 440
B-Active
C-Active
D-Active

Server Farm Functionality:
After "A" recovers, it
becomes the standby

FIG. 4

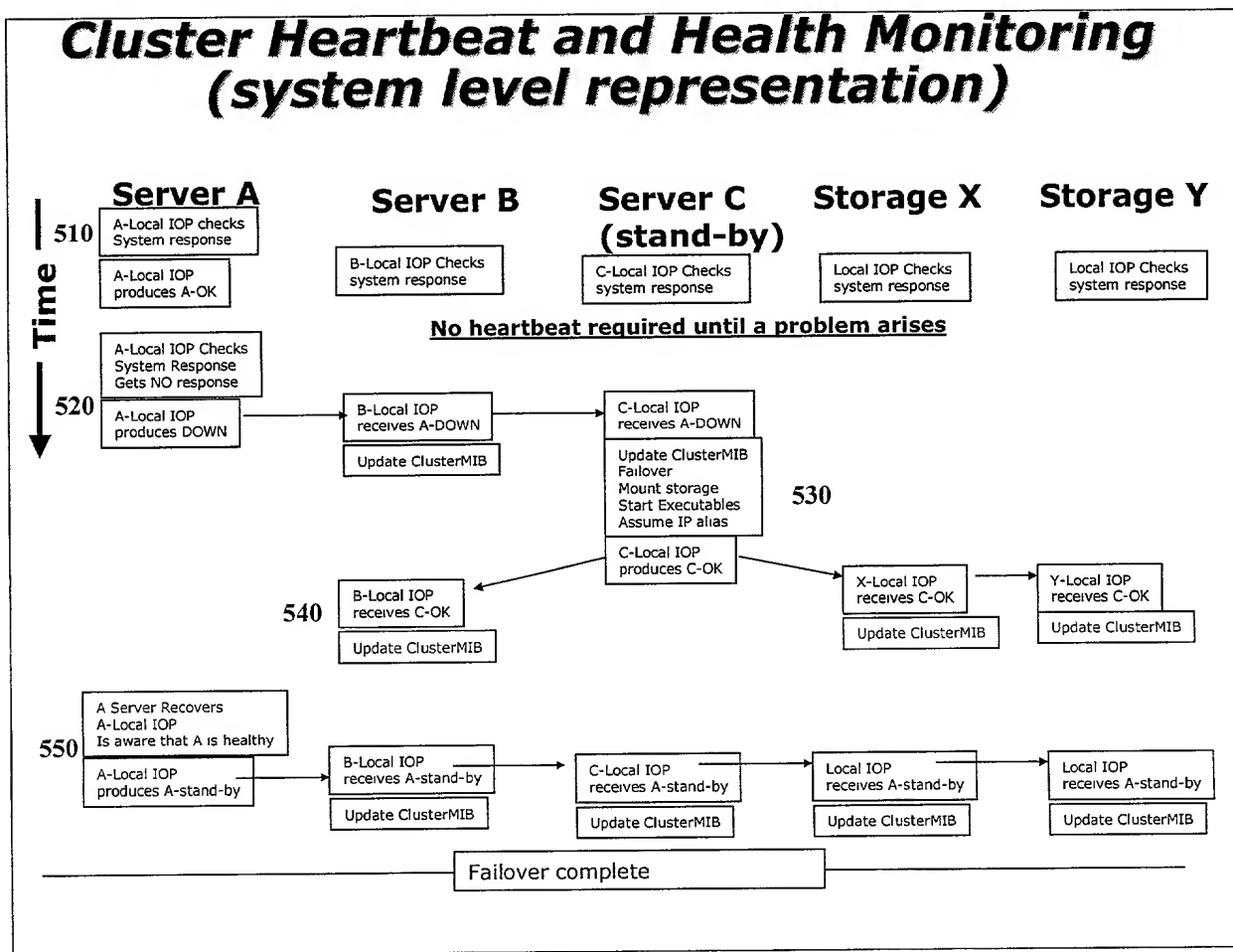


FIG. 5

Cluster Node add/remove (High level representation)

Start of Day

A-Active 610
B-Active
C-Active
D-Standby

Add Node E

620
A-Active
B-Active
C-Active
D-Standby
E-Down ←

Confirm E will work (test mount storage, start EXE, check floating IP addr)

A-Active
B-Active 630
C-Active
D-Standby
E-Standby ←

Put Node D to work (optionally run with 2 standbys)

A-Active
B-Active 640
C-Active
D-Active ←
E-Standby

**Server Farm Functionality:
Add/Remove node
without taking cluster off
line**

FIG. 6

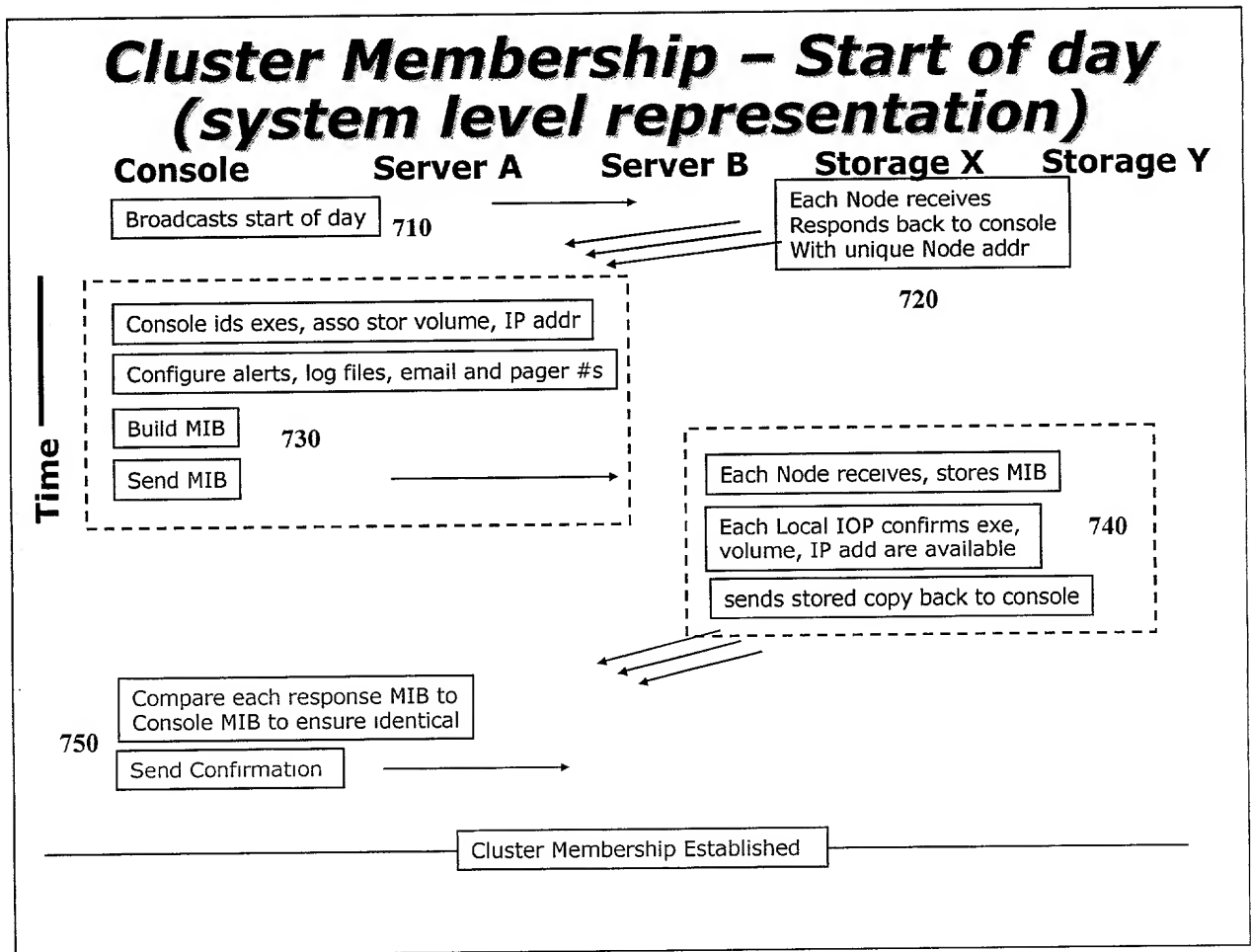


FIG. 7